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Name: Finlor the Black

Date of Birth: 1594

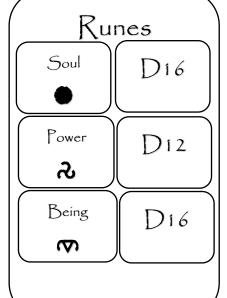
Keywords: Male Heortling (New Pavis), Citizen, Knowledge Seeker, Initiate of Xentha, Lay

Member of Argan Argar

XP Spent
44
XP
Unspent

1

# XD: 12



# Skills

	Skill	Dice/Armour	Notes
	Arts	D3	
	Athletics	D14	Tr
	Bravery	D12	
	Craft	D3	
	Devices	D3	
	Healing	D3	
	Gymnastics	D12/3	Tr
	Health	D12	Tr
	Knowledge	D12	Tr
	Leadership	D6	Fa
	& Oratory Medicine	D3	
	Perception	D12/8	Tr
	Persuasion	D6	Fa
	Riding	D3	
	Stealth	D14/4	Sk
	Streetwise	D6	Fa
1			

Skill	Dice/Armour	Notes
Survival	D3	
Tactics	D3	
Water Life	D3	
Customs		
Heortling	D14	Sk
Uz	D6	Fa
Literacy		
Heortling	D14	Sk
Old Pavíc	D6	Fa
New Pelorían	D6	Fa
Weapons		
Spear	D12	Tr
Mace	D12	Tr
Дхе	D12	Tr
Shield	D12	Tr
Unarmed	D6	Fa

Traits
Frivolous, Deceitful, Mercurial,
Reckless, Violent

Learning: D6

Unusual Characteristics
Obvious Fighter: Can't use Trip,
Disarm, Push
Unprepared: no actions before
combat
Scheming: with time can re-roll test
but must accept second roll

Strong: Athletics B1. +2 Enc

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#### Cults

Initiate of Xentha. Must sacrifice 1 PP per day to go out in day. Gain 1 PP at nightfall

Lay Member of Argan Argar

# Holy Days

Xentha - High: God/Fertility/
Dark, Others: up to priest.
Argan Argar - High Water
/Harmony/Dark, others are
Harmony week and Freeze/Sea,
Wind/Fire, Fire/Earth,
Freeze/Storm

# Relationships

Patron: Tala Errio

Power Points: 10

Magic

Memory: 8

Rune Points: 4

Spirit: Darkwall 1, Extinguish 1, Night Vision 1, Protection 2, Vigour 1

Rune: All Common, Absorption Var, Affix Darkness Var ● Dif 6, Cloak of Darkness 1

# Equipment

 $2\times JLS$  , heavy mace, large shield, extra heavy armour, an obsidian sphere containing a bound XD10 Shade

 $2\ x$  chitons, belt, sandals, black wool hooded cloak, good sandals, good black wool cloak, good black tunic

Backpack, water skin, comb, bowl, spoon, fire starter, blanket, seal ring Portable Xentha shrine

### Weapons (Including Skill etc.)

Weapon	Range	Attack	Damage	Parry	Resist	Save	Special
JLS	1 T20	D12	D12	5/3	5	6+	1-2H, Thrust, Hafted
Heavy Mace	1	D14	D14	4/2	5	6+	1–2H, AP, Recoil, Hafted
L. Shield	1	D12	D10	9	8	5+	Push, Move Through, Ranged Parry
Hatchet	1T10	D14	D14	6/4	6	6+	Axe, AP, Hafted
Punch	0-1	D6	D8	3/1	-	-	
Kick	1	D4	D10	~	-	~	

Base Move: 5/3

Run: 5/3 +D6/3

Swim: 2/0+D3

Stand: 8

Resist Damage:

Dodge:

Resist Magic: 7

10% to Xentha

16 Season to maintain portable shrine

Wealth

2144

#### Armour (+Shield)

X-Heavy +5 resist, -4 Gymnastics & Stealth, -6 Water Life, -2 Perception & Parry (except Shield), -1 Base Move

Large Shield, -1 Gymnastics & Stealth, -2 Water Life, -1 Base Move